

GAMEBOY ADVANCE

Disney · PIXAR

FINDING NEMO

THE CONTINUING ADVENTURES



INSTRUCTION BOOKLET

PIXAR
ANIMATION STUDIOS



29903 Agoura Road
Agoura Hills, CA 91301
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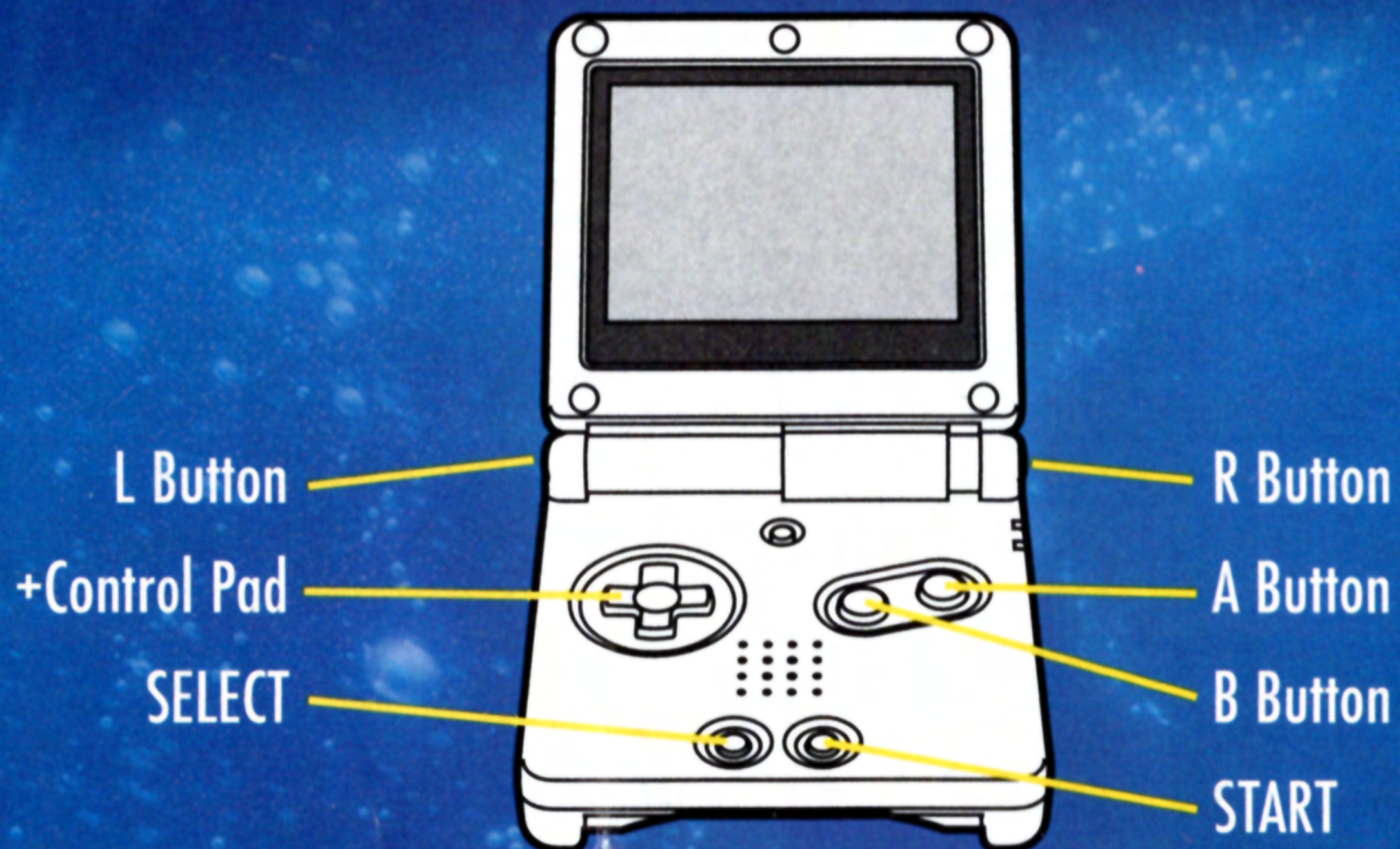
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GETTING STARTED

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1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of **Disney/Pixar's Finding Nemo: *The Continuing Adventures*** into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The legal and logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS



BUTTON

Menu Navigation

+Control Pad

A Button

B Button

START

ACTION

Highlight menu selections

Confirm selection

Cancel selection; return to previous screen

Skip cutscene

MAIN MENU

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World Map – Begin a new game of Disney/Pixar's *Finding Nemo: The Continuing Adventures*.

Password – Enter a password to continue a previously played game. See SAVING AND LOADING on page 8 for more information.

Gallery – View pictures you've collected in the game.

Multiplayer – Go to the 2-player Multiplayer screen. See page 9 for more info on Multiplayer.

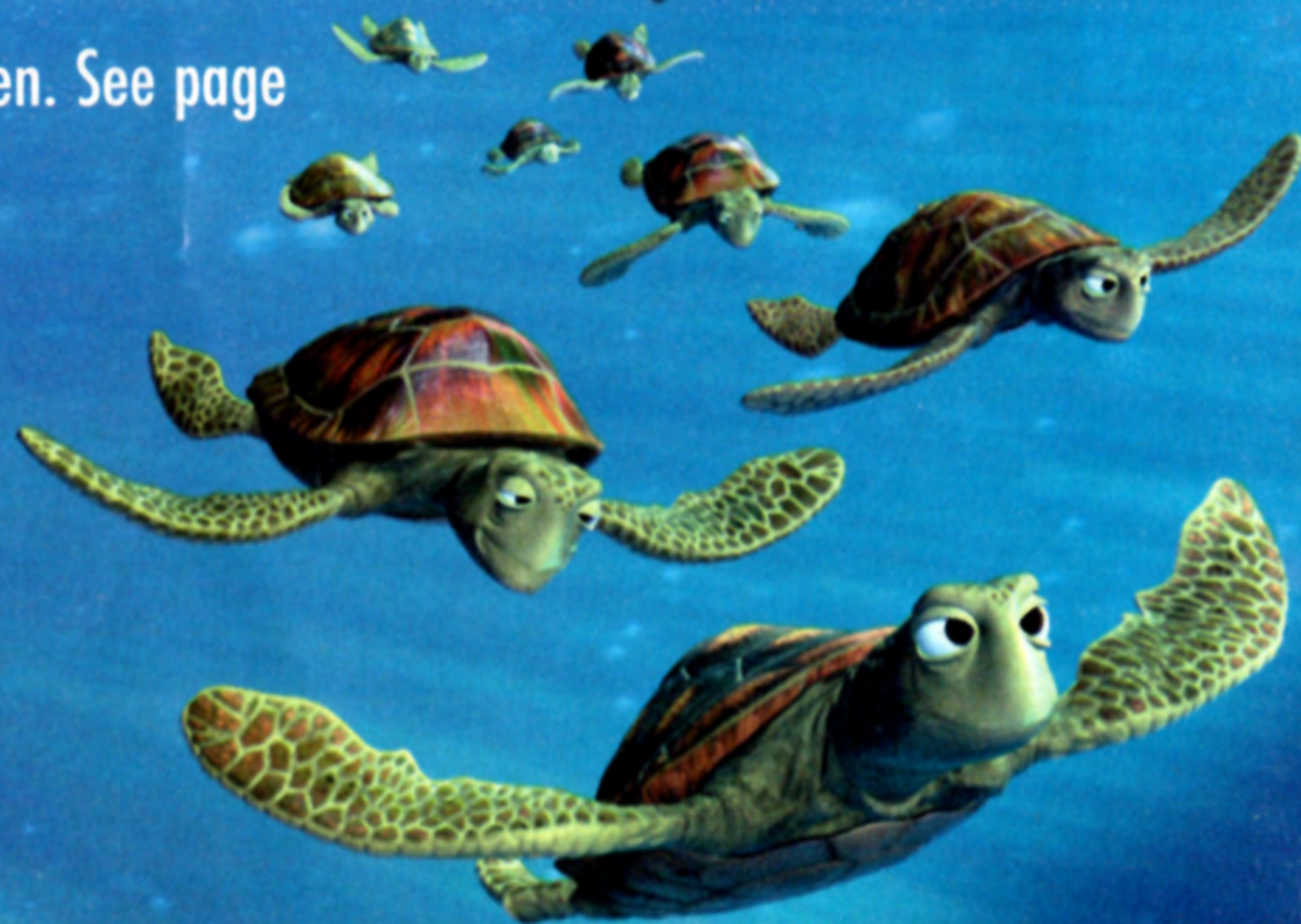
Options:

Sound Test – Listen to in-game music tracks.

Progress – Shows game % completed.

Theater – Watch unlocked cutscenes.

Credits – View game credits.



PLAYING A GAME

WORLD MAP

Select WORLD MAP from the Main Menu. Use the +Control Pad to select any unlocked Tank Gang member's path. Press the A Button to begin your escape!

NOTE: When playing the game for the first time, the only available escape paths are for Bubbles, Bloat, and Peach. Completing paths unlock paths for other characters.

PAUSING THE GAME

Press START at any time to pause the game and access the following options:

Continue – Return to the great escape!

Restart – Start the stage over from the beginning.

Quit – Exit the stage and return to the World Map.

password



SAVING AND LOADING

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Disney/Pixar's *Finding Nemo: The Continuing Adventures* game uses a password system to save and load the game data.

SAVING A GAME

Once a stage is completed, a password appears on the World Map. The current stage completed password can always be seen in the upper right corner of the World Map screen. Be sure to write the password down exactly as it's shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

LOADING A GAME

To load a previously saved game, select PASSWORD from the Main Menu. Now use the +Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, select 'OK' to be taken to the stage of the password you entered.

MULTIPLAYER

In order to play head-to-head against another player, you'll each need a Game Boy[®] Advance system and a copy of **Disney/Pixar's Finding Nemo: *The Continuing Adventures***. Also, one Game Link[®] cable is needed to connect the two Game Boy[®] Advance systems together. Connect the Game Boy[®] Advance system with the Game Boy[®] Advance Game Link[®] cable and switch the power ON. Please do not insert a different Game Pak. 2-player modes are available in the following stages once unlocked: Minefield, Pearl Smash, and Bubble Battle.



MAIN CHARACTERS

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Nemo – This small clownfish with the lucky fin is Marlin's son. Help Nemo guide his Tank Gang friends through the ocean to their new homes in this continuing adventure.



Marlin – Nemo's overprotective father would do anything for his son. Revisit some of your favorite characters and some similar scenes as Marlin helps guide the Tank Gang to their new homes.



Dory – Dory is a friendly but forgetful regal blue tang fish. She will be your best friend if she can just remember who you are. Dory's positive thinking and ability to read make her the perfect guide on this fun adventure.

CHARACTERS

THE TANK GANG



Gill – Gill is the mastermind behind the Tank Gang's escape plan. He desperately wants to get out of the fish tank and return to the open waters of the ocean.



Bloat – Bloat is a trustworthy friend and helped run the show in the fish tank. Watch out, if he gets scared or mad he will puff up like a balloon.



Bubbles – ...is crazy about bubbles. So much that you could say that bubbles are his reason to live.



Peach – The Tank Gang lookout—always sticking to the glass, watching for the dentist. Also, she is the most knowledgeable when it comes to dentistry.



Jacques – He is nuts about cleaning and always keeps the tank nice and clean



Deb – She mistakenly thinks that her reflection on the glass is her sister Flo. They are always together.



Gurgle – He is quite particular about things and does not like things that are dirty. He will always refuse to touch things that are around him.

TANK GANG PATHS

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There are seven paths in the game (one for each Tank Gang member), each with four stages to get them home! When a stage is cleared, that stage will be selectable from the World Map and can be replayed. After getting everyone to the reef safely (playing through each member's path once), you can then go back and play each stage in Score/Time Attack or Extra Play mode.

The first stage of each Tank Gang member's path is the Baggy Mode escape. The members of the Tank Gang members are put into plastic baggies, then jump out of the dentist's office and head toward the ocean. Along the way to the ocean, there are various obstacles—including vehicle traffic, seagulls, crabs, and narrow paths to be traversed. The baggy's durability decreases if it collides with any damaging obstacle. If a baggy completely loses its durability, the Tank Gang member is taken back to the dentist's office.

Use the +Control Pad to push against the baggy and roll it in the direction you want to go. Press the B Button and the +Control Pad in a direction at the same time and the Tank Gang member pushes against the wall of the baggy, making it roll faster. BUT, remember, that—just like when a ball is being rolled—the faster the baggy rolls, the harder it will be to stop or turn on a dime. To jump slightly (to avoid a small hole or obstacle), press the A Button.

After you get the Tank Gang members to the ocean, you must help them complete challenges in 4 different stages in order to ultimately get them to their new home at the reef.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32252**. Please use this code to identify your Product when contacting us.

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NOTES

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NOTES

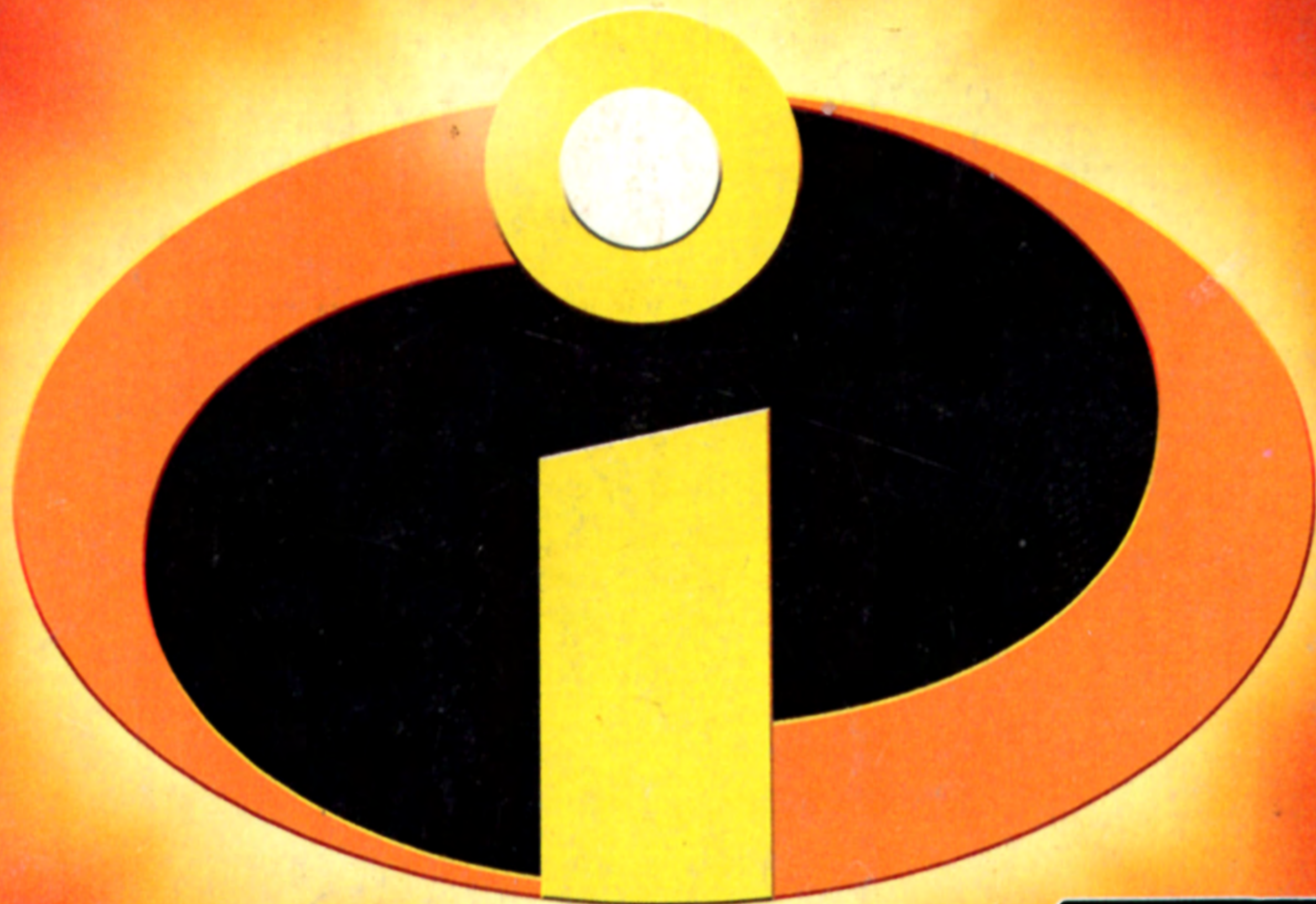


GAMEBOY ADVANCE

Disney · PIXAR

AGB-BNÉE-USA

THE INCREDIBLES



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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Rev-D (L)



Violence

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GETTING STARTED: *Starting Your Incredible Adventure!*



READY FOR ACTION?

1. Insert Disney/Pixar's *The Incredibles* Game Pak into your Game Boy® Advance.
2. Turn on the power. You begin at the Title Screen.
3. Check out the game demo for later levels and tips.
4. Press START to reach the MAIN MENU screen.
5. Then use your +Control Pad to choose an Option.

OPTIONS

3



NEW GAME

Highlight this option with your +Control Pad, then press the A Button to begin a brand-new adventure!

PASSWORD

During your game, whenever you complete a new part of a stage, finish a level, or pause the game, you're awarded a Password, made up of four letters or numbers. Write this down! When you want to start from

where you left off last time, press the A Button to visit this screen. Use the +Control Pad and A Button to fill in the four boxes with the password.

SOUND

Turn the Music Volume (the tune playing in the background), and the Effects Volume (the grunts, zaps, and shrieks in the game) up or down using the +Control Pad.

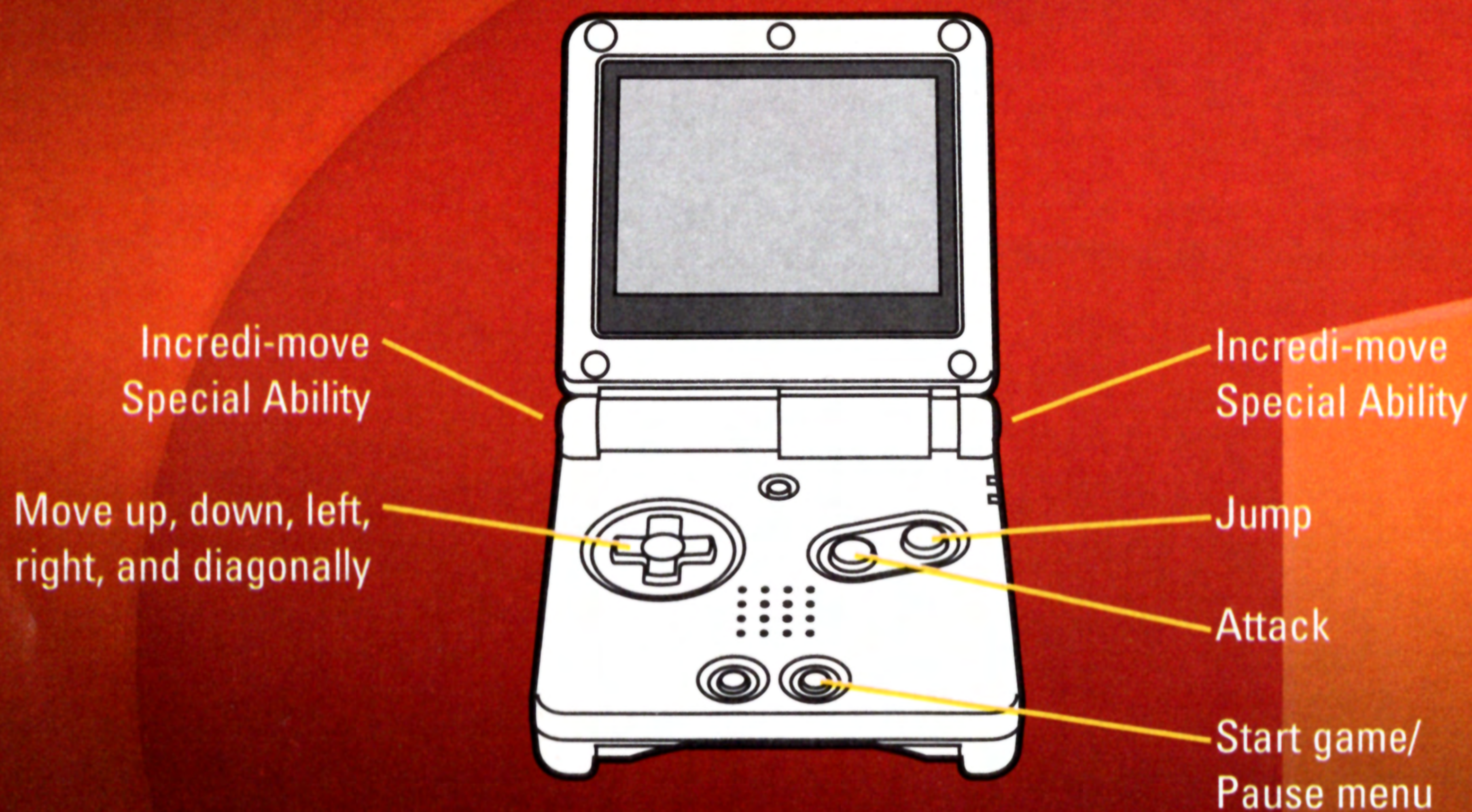
Super Tip!

Menu Controls

+Control Pad: Highlight Selection
A Button: Approve selection
B Button: Cancel selection

CONTROLS OVERVIEW

IN-GAME CONTROLS



CONTROLS OVERVIEW

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PAUSE MENU

Press START during the game to access this Pause Menu. The top of the Menu has a Password. Write this down before you quit if you want to begin from your current location! Use the +Control Pad to highlight "Resume," which continues the game; "Sound" which changes the Music and Sound volume; and "Quit" which brings you back to the Main Menu.



<i>Super Tip!</i>	Messages
	If you want to quickly read or skip an on-screen message or cut scene, keep pressing the A Button, or press START to completely skip it.

<i>Super Tip!</i>	More Moves
	Your Incredibles team has many more super moves at its disposal. Check the Characters and Moves section for all the information!

GAME SCREEN

Player Portrait

Which super you're playing as.

Incredi-Meter

Each time you attempt a special super move, this empties a little. Collecting the Incredible icons and damaging enemies adds to this meter.



Enemy Target and Health

Who you're attacking, and how much health they have left.

Health

How healthy you are. Collect health icons to fill this bar up. If you're hit by enemies, the bar goes down. If it empties completely, you'll lose a try!

CONTINUES

If your super falters against the criminals or mighty Omnidroids and you lose all your health, you'll run out of energy and slump to the floor. You'll begin at the start of the section of the level you were in and lose a try. You have three tries, lose all your tries, and you reach the Continue screen. Use up a Continue, and you begin again with three tries. Use all your Continues? Game Over!



PLAYABLE CHARACTERS

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Mr. Incredible's Moves List

<i>Action</i>	<i>Buttons to Press</i>
<i>Basic Actions</i>	
Walk	Left, Right, Up, or Down
Sprint	Tap Left, Left, or Right, Right
Dodge	Tap Up, Up, or Down, Down
Jump	A Button
Double Jump	A Button, A Button
Jab	B Button
Three-Strike Combo	B Button + B Button + B Button
Incredi-Three Upper Cut	(Hold L Button) + B Button + B Button + B Button
Ground Slam	A Button + B Button (together)
Incredi-Ground Slam	(Hold L Button), then A Button + B Button (together)
Charge	Sprint (Left, Left, or Right, Right), then B Button
Incredi-Charge Button	Sprint (Left, Left, or Right, Right) while holding L Button, then B Button

PLAYABLE CHARACTERS**Mr. Incredible's Moves List** *(continued)***Action****Buttons to Press****Attacks while Jumping** *(press A Button first)***Jump Kick****B Button****Incredi-Jump Kick****(Hold L or R Button) + B Button****Attacks while Double Jumping** *(press A Button + A Button first)***Air Stomp****Down + B Button****Incredi-Air Stomp****(Hold L or R Button), Down + B Button****45 Air Punch****Left or Right, + B Button****Incredi-Air Punch****(Hold L or R Button), Left or Right, + B Button****Incredi-Ground Slam****(Hold L Button), then A Button + B Button (together)**

PLAYABLE CHARACTERS

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Mrs. Incredible's Moves List

<i>Action</i>	<i>Buttons to Press</i>
---------------	-------------------------

Basic Actions

Walk	Left or Right, Up or Down
------	---------------------------

Jump	A Button
------	----------

Attacks and Special Actions

Attack	B Button
--------	----------

Feather Fall	A Button (Hold while airborne)
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Flail	A Button + B Button
-------	---------------------

While L or R Button is held (you cannot move while performing these attacks)

Elastic Punch	L or R Button + B Button
---------------	--------------------------

PLAYABLE CHARACTERS**Dash's Moves List**

<i>Action</i>	<i>Buttons to Press</i>
Run	Left or Right, Up or Down
Jump	A Button
Incredi-Sprint	(Hold L or R Button), then Up or Down
Incredi-Flurry	A Button, then Hold L or R Button and press B Button (on enemy)

Frozone's Move List

<i>Action</i>	<i>Buttons to Press</i>
Move	Left or Right, Up or Down
Freeze	Press the A Button or the B Button

PLAYABLE CHARACTERS

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Violet's Move List

Action

Buttons to Press

Basic Actions

Walk

Left or Right, Up or Down

Jump

A Button

Attacks

Shield

B Button

Incredi-Shield

L or R Button

Shield Crush

B Button (while airborne)

Invisibility

Hold L Button (or R Button)

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